

ABSTRACT OF THE INVENTION

A packet of a communication protocol for communicating real time game data so as to effect a method for playing a real time game between two cellular phones is disclosed. A plurality of protocol data units (PDUs) are contained in the packet. Different data about real time game are contained in the PDUs. Hence, one cellular phone may transmit the packet to the other remote cellular phone. The other cellular phone may process data based on the communication protocol for permitting users to play a real time game therebetween.